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SIM CITY 2000®

THE ULTIMATE CITY SIMULATOR

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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WELCOME TO SIM CITY 2000®

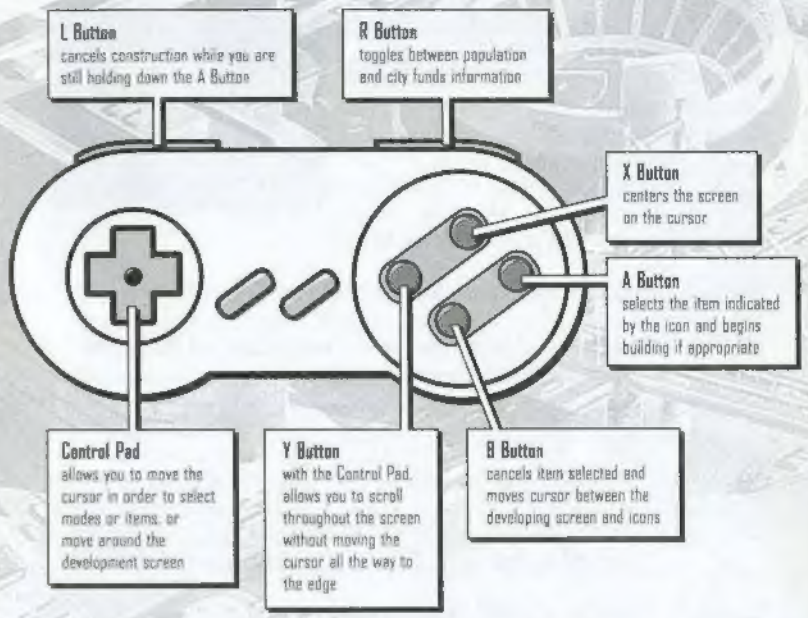
THE ULTIMATE CITY SIMULATOR

Ready or not, you are about to be elected the mayor of a city, whether it be a small country village or a very large megalopolis. Once you begin to build your city, Sims (simulated people) will move in according to the number of homes, shops, and work opportunities which you provide for them. If your city is a nice place to live the population will continue to grow. If you plan out the city carelessly and the Sims can't get all that they need, they will move out in search of greener pastures...

The challenge of this game is to maintain a balance which satisfies the needs of the Sims, and is within the capacities of the environment and your city's revenue. You will have to figure out how to keep generating enough funds to keep up with the financial needs of the city while keeping taxes low enough that your Sims can also be active in the economy.

SimCity 2000® is primarily a "building" game where the object is to create and expand your city. Of course, there are also plenty of opportunities to destroy, from bulldozers to earthquakes. But you will soon learn that it is much harder to create than destroy... Millions of Sims will put their hopes, dreams, and lives in your hands!

BASIC CONTROLS



GETTING STARTED

Insert the ***SimCity 2000*** Game Pak into your Super NES and then turn the power on. Once the Title Screen appears, press any button to get to the Mode screen. Here you may select your mode by using the Control Pad and then pressing the A Button.

Saved Map continue a previously saved game

Tutorial Map ideal for teaching yourself how to build cities

Free Map choose one of six different maps. Your account and location are determined by each map, but you select the Date of Construction.

Relieving Scenery	$20,000
Sound of Stream	$20,000
Hilly Terrain	$20,000
Large Lake	$20,000
Scent of Sea	$20,000
Land of Freedom	$1,000,000

Scenario solve the problems caused by either sudden disasters or social problems which are incurred by an already established city.

Scenario	Difficulty	# years	Req. to clear	Date
Megalopolis	*	8	50,000 people	1950
Mayor's training	*	10	66% of votes	1950
Global Warming	**	10	40,000 people	2000
Entertainment City	**	15	10,000 retired	1950
Going to the Space	***	n/a	launch rocket	2000

*NOTE: more *'s = more difficult*

ENTRY LEVEL URBAN PLANNING

We'll explain the progress of basic game play using the **Free Map** mode.

What Makes a SimCity?

There are many layers of complexity which you can put into your city, but for simplicity's sake, let's start small...

What you need:

- a place for Sims to live: **Residential Zone**
- a place for Sims to work: **Industrial Zone**
- a place for the Sims to shop and conduct business: **Commercial Zone**
- a source of power: **Power Plant**
- a method to send the power from the plant to the zones: **Power Lines**
- a way for the Sims to travel between home, work, and shops: **Roads**

Once you zone out the different areas, the Sims will come in and build their houses, factories, and businesses. As the city grows, you must keep up with the demands of the Sims, such as providing sufficient transportation routes, providing power to each zone, and keeping up the balance between the industrial, commercial, and residential areas. Once you get a handle on these basic needs you may go on to provide more amenities as your population increases and prospers. These include:

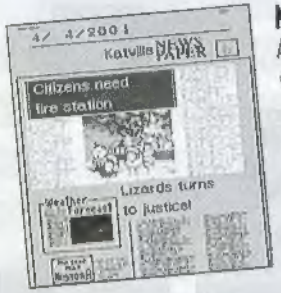
- More zones with different density levels
- Multiple above- and below-ground means of transportation
- A complete water supply system
- Airports and seaports
- Police and fire stations
- Educational and recreational facilities
- -and a whole lot more

TUTORIAL MAP

At the Title screen, you can select Tutorial Map to give you a brief mayoral training. The tutorial will walk you through the basics of starting your first city. You won't be able to build the Tutorial or watch it grow beyond it's single street, but it will show you basic skills you will need to create a megalopolis!

Let's begin to play now...

First, select **Free Map** from the mode screen and choose the scene with which you feel most comfortable. Next choose the year you want to build in. Again, for simplicity's sake, choose 1900. Now you may name your city, and enter your name as the Mayor, on the typewriter.



NEWSPAPER

A newspaper article will appear. The newspaper is a very important source for keeping up to date on the problems of your city and the opinions of your Sims.

To read an article from the newspaper use the Control Pad to move the cursor to the desired article, then press the A Button. To exit the article, use the B Button. Press the B Button again to exit the newspaper.

DEVELOPMENT SCREEN

Now you have come to the **Development Screen**, where you will plan, build, and try to keep Sims satisfied...

At the top of the screen you will find the **Title Bar**. It should indicate the date, name, weather conditions, and account information of the current city. You can find the city's current population by using the R Button to toggle between population and city funds. You have not begun your city yet, so the population should be 0 and the city funds should be $20,000 (except in the case of Land of Freedom). This is the money you have to spend in order to get the Sims to move in and stay happy...

At the bottom of the screen there are several icons. These are the **icons** which will help you build your city.

NOTE: For now, push the B Button to exit the budget screen, which will be explained in detail later on. The newspaper screen will also appear. Exit by pressing B.

On your **Development Screen** you will see a rough area which consists of graded fields, forests, and rivers. Take a close look because the fields are not all flat. Some are hills and valleys. The terrain is divided into small squares which we call **Tiles**. Each tile is approximately one acre, or 200x200 square feet.

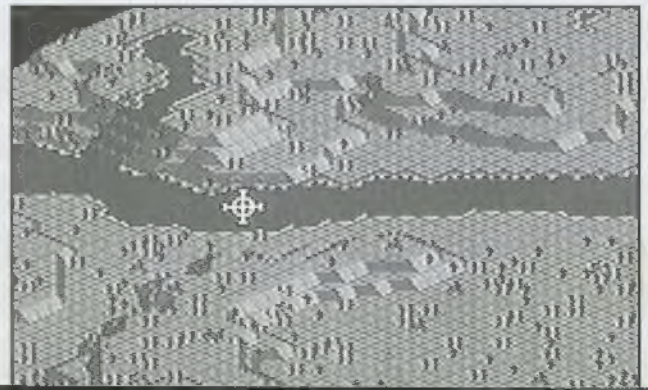
First, select the **Options Icon**, which appears in the bottom right hand corner of your screen, and choose "No Disaster". Now you will not have to worry about disasters like earthquakes or plane crashes as you practice building cities.

The land area you have to work with is too large to see all at once. By holding down the Y Button and then using the Control Pad, scroll through the screen to view total area.

Next select the **View Icon** to reveal its sub-menu and choose "clockwise rotation". This allows you to view your city from many different angles, and will prove very useful as you begin to design your city.

To take a closer look at your city, select "zoom in" from the sub-menu of the **View Icon**. You can "zoom in" on a specific area or "zoom out" for a bird's eye view.

Now try out the **Centring Icon**. It looks like a target in the upper left hand corner of the icon bar. Press the A Button while the cursor is on a specific location on the development map. The landscape will redraw on the development screen, centered on the spot which you clicked. You can always scroll to get around the landscape, but the Centring Button gives you more precise control.

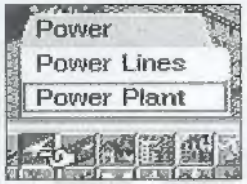


Let's start building. Scroll through the screen so that you may see all of the land which is available for your use. Look for a nice, flat spot. A nearby water source is desirable, but not necessary.

POWER

Once you have chosen your location, build a **Power Plant** on it- a Sim would not live in a place without a power source. Go to the **Power** icon, which is denoted by a lightning bolt. Several different types of plants, with different attributes, will be offered to you, depending on the time period in which you are building.

For now, select the "**Coal Power Plant**" with the A Button. Now you should be back on the development map. Look for a gray 4x4 tile flashing in the place of your cursor. This denotes the general size of the Power Plant. Move the cursor to the location which you have chosen and press the A Button to place the plant. Power plants can only be built on flat fields.



ROADS

Now you must build some roads so that your Sims can get around. Select the **Road** icon with the A Button and then use your cursor and the A Button to build a road in the desired location. If you wish to draw roads continuously use the Control Pad while holding the A Button down. The tiles will change color to show you where the roads will appear. It is recommended that you keep your roads fairly straight. Also, please note that the Sims cannot build their homes more than three tiles from the road.

ZONING

As we explained earlier there are three basic zoning units: **Residential**, **Commercial**, and **Industrial**. If you choose "high density" for each of these units, each will grow to a maximum of 3x3 tiles. It is recommended that you begin zoning at "high density".

Select a location for a **Residential Zone** on your development map. It could be by water, on a hill, or in the forest, but do not place it too close to the power plant. Remember that it must be within 3 tiles from the road in order to have Sims build there. It is possible to make more roads after you set up the Residential Zones.

Select the **Residential Zone** icon and choose "high density". Use the Control Pad to move the cursor to the location, and then set the zone by pressing the A Button. It is possible to set the tiles one at a time, and you may make your zone linear or rectangular.

Next let's make an **Industrial Zone**. For the Sims' sake, do not place it too close to the Residential Zones, as it will produce pollution.

Select the **Industrial Zone** icon and choose "high density". Then follow the same procedure as the Residential Zone to lay it on your map.

Now for a **Commercial Zone**. This should be close to the Residential Zone.

Select the **Commercial Zone** icon and setup the same way as you did the other zones.

POWER LINES

We must use power lines to connect each zone with the power plant. You can only send power through a tile containing a power line and the one next to it. The tiles immediately adjacent to a powered zone will also have power.

Select the **Power** icon and choose "Power Line". Make the power lines the same way you made the roads. If the power line flashes it means that it is somehow not connected to the plant. Check your map from different angles to make sure everything is connected properly.

HINT: It is not easy to lay down power lines in hilly areas. You must rotate the map and even enlarge certain areas in order to check the connections. Also if you draw too many lines at once it will take longer for the energy to get through to all the areas.

THE ARRIVAL OF THE SIMS

By the time you finish laying down power lines, the Sims may begin to move in and build in the appropriate zones. Isn't this exciting?

If the Sims do not appear to be moving in, keep checking the power lines to make sure all of the zones have power. It also may be that your zones are too far apart. Sims don't like a long hike to work!

As the city grows you may want to add some more roads or zones. Eventually, the newspaper will appear to announce that your city has reached a population of 2000. As a reward you will be able to build a Mayor's Compound.

NOTE: If you do not get this announcement after 5 to 7 minutes your city may be too small.

REWARDS

The Mayor's Compound is the first reward that you will get as a successful mayor. Depending on your population, rewards may include the compound, a City Hall, even Statue of You! All of these will appear under the **Reward Icon**, but you will not be able to select them until the newspaper announces that you have earned each one.

Select the **Reward Icon** and choose the "Mayor's Compound". The Compound should be in a prime location with an excellent view. Once you have set it, be sure to connect it to roads and power lines.

SAVE

Congratulations! You have just built a small city! But this is just the beginning... Let's save this city and then continue.

Select the **Data Icon**. The screen will show the question: "Do you want to save?" Choose yes.

WARNING: This game is only able to save one map at a time. If you choose to save again the previous data will be erased.

BULLDOZERS

There are many uses for the **Bulldozer Icon**, but first we will use it to demolish. Select the **Bulldozer Icon** and choose "clear" from the sub-menu. You may now demolish excess roads, empty factories, etc. by moving the cursor over the item and pressing the A Button.

When you use the bulldozer, the area will be turned into rubble with a loud explosion. If you use the bulldozer on that location again, it will clean up the rubble. You can then move the pile of rubble with the Control Pad while holding down the A Button.

LANDSCAPE

With the **Landscape Icon** you may beautify your city by adding trees and water to your map. Select the landscape icon and choose "trees". Pick a tile where you would like a tree and place it there with the A Button.

HINT: Trees increase real estate value.

Next go back to the **Landscape Icon** and choose "water". Push the A Button where you would like to begin a pond or lake. Keep placing the water on a few adjoining tiles until you get the size of lake or pond you want. Try to keep it fairly small, or it could turn out to be very costly.

HINT: Water not only increases the real estate value but adds to the entertainment value as well.

BRIDGE CONSTRUCTION

Now we must figure out a way for Sims to get over the water. Find the running stream in the midst of your map. Select the **Road Icon** and then make a road which actually crosses over the river. The Sim construction workers are smart enough to realize that they must build a bridge. A dialogue box will appear and ask what kind of bridge you would like. Depending on the year and the width of the water, you may choose from these three bridges: a causeway ($125), a raising bridge ($250), and a suspension bridge ($975).

NOTE: The cost of the bridge will depend on its length.

Let's start with a causeway. Select the Causeway icon and press the A Button. Tadaa!!

DISPLAY MODE

Next, choose the **Display Mode Icon** and pick "Underground" so you may see underneath your city. Here you may build subways and connect water lines to the buildings. Choose "underground" again and it will return you to the surface.

There are four different display modes:

- show buildings
- show zones
- show infrastructure (roads, rails, subway lines, etc.)
- show underground

Each of these simply displays a different aspect of your city. Don't worry, the hidden parts aren't destroyed, they just turn invisible until you want to see them again. Check the contents of your city in each of the four display modes.

DEMAND INDICATOR

In the lower right-hand corner of the screen you will find a **Demand Indicator**. Here you can find out what type of zone is in demand and what you may have too much of: Residential, Commercial, and Industrial. If the bar extends up, the Sims have a demand for that zone. If it extends down there is an excess. If there is no bar at all, then everything is just right.

POLICE AND FIRE DEPARTMENTS

Like most cities, yours will eventually have some problems with crime. Let's plan ahead and make a police department.

Select the **Public Service Icon** and choose "Police Department". Place it wherever you like, but make sure it is close to the part of your city that may need the most help. We also need to provide a fire department, so select the Public Service Icon again and choose "Fire Department". Place it somewhere near the police department. Don't forget power lines and roads!

THE SURVEY ICON

When you want to find out about the important issues concerning your citizens, select the **Survey Icon**. The cursor should then be on the development screen. Now choose a house in one of the Residential Zones by pressing the A Button. An information box will then open and present data on that particular home. Press any Button to continue.

Now let's check the **Police Department** with the **Survey** icon. We will get information which will help you decide how effective your law enforcement is. If the number of arrests increases over time you must take some sort of action...

So far we have focused on using the development screen, since development is the primary feature of SimCity 2000. Now we will introduce you to some other screens and their unique features.

THE MAPS

Select the **Maps Screen Icon**. This will show you your complete city limits, with important information in a number of different displays. Here you can find out different sorts of information on certain features of your city. The white rectangle frames the area which you are focusing on.

Click on the different icons here to see what information you can get and how it helps you plan the future of your city. Some of the icons have sub-menus, so check those out too.

NOTE: In map displays that show density or coverage, the darker the greyscale, the higher the density.

GRAPH SCREEN

Select the "graph screen" from the **Information Icon**. This screen displays statistical graphs about many elements of your city over time: pollution, real estate costs, health, and level of education.

You can choose to display graphs of information over a few different time spans. You can also toggle the display of each graph on and off by choosing the name of the graph in the "Graph Selections" and pressing the A Button. To close the Graph Screen press the B Button.

POPULATION SCREEN

This can also be selected through the **Information Icon**. It can display three different graphs:

Population shows the age distribution of the city's residents, and displays the percentage of citizens that comprise your potential work force.

Health shows the life expectancy of population, by age, and displays the life expectancy of the current work force.

Education shows the education quotient (EQ) of the population, by age, and of the current work force.

HINT: a high EQ attracts high-tech industry to your city. EQ is affected by the presence of schools, colleges, libraries, and museums.

THE INDUSTRIES SCREEN

Choose "Industry" from the **Information Icon**. It gives you valuable information on the industrial base of your city. There are three graphs:

Ratio is the blue bar graph. It indicates how much of each type of industry is in your city.

Demand is the red bar graph. It shows which industries' products are in demand from the Sims.

Tax Rates indicate the property tax rate that each industry pays.

HINT: Here you can independently adjust taxes on each industry to encourage some industries to move into your city and others to move out. Pushing right on the Control Pad reduces the rate and pushing left increases it.

NEIGHBOURS SCREEN

The Neighbours Screen, which is also under the **Information Icon**, displays your city's population along with the population of its neighbouring cities.

THE BUDGET SCREEN

You can control your city's expenses and revenue from this screen. It can be quite complicated, so take a moment to figure it out...

Choose "Budget" from the **Information Icon**. On the left side of the screen you will see the list of your city's revenues and expenses. For each revenue or expense, there is:

Year-to-Date Column a number that shows the actual cash amount you have made or spent so far.

End-of-Year Prospect a number that shows what the end of year expense or revenue will be at the current Budget window settings.

Percentages most of the revenues and expenses have a percentage setting so that you may set the amounts of funding or taxation.

If you turn the "auto-budget" Button off, every January the budget screen will automatically appear to remind you that you may want to adjust it. It is recommended to keep this function on until your city's finances are out of the red. That is, let the computer do it for you until you are ready.

Property Taxes are your main source of income. To the right is the current tax rate (7%). You can adjust this percentage from 0 to 20% by pressing to the right and left on the Control Pad. Try it now... When you reduce the tax rate you can hear your Sim-citizens cheer! But if you increase the percentage you will hear them grumble...

Skip down to **Bond Payment**. This is the amount of interest you pay on bond issues. Part of financing your city is issuing bonds, which is basically borrowing money from your citizens. The interest rate the city pays is affected by the basic rate of interest. Select the Bond Payment Button. This screen shows you the interest rate, your city's credit rating and value, the loan rate, and the total amount of bonds issued.

At the bottom of the screen is a Bond Issuing Button. Select it by pressing the A Button to issue a bond. Later, when there is enough revenue, you can come back to this screen and refund the bond. For now, press the B Button to close the Bond Payment screen.

Next is the financial information for your Police Departments. To the right is a percentage number set to 100. Using the Control Pad, decrease the number to 50 and later we will see how this affects your city.

Open the **Tax Rate Adjustment** Screen. Here you will see that you can also adjust the budget for transportation, which includes bridges and tunnels, as well as adjust the education budget. You can imagine what your actions may do to your city...

When you change the settings in the Tax Rate Adjustment Screen it will be reflected on the Budget Screen.

Lastly, lets introduce you to **City Ordinances**. These are various programs, bills and ordinances that you can enact as mayor. Each program contributes in some way to the quality of life in your city, but each also has a drawback, usually its cost. Politics is a rough business, filled with difficult decisions.

That's it for the Budget Screen – let's see how the funding change affected the police department. Use the Survey icon on the Police Department. When you compare it to your last survey, you should have about half as many officers. Depending on the size of your city, crime may be running rampant, or it may still be under control. In a very small town, you don't necessarily need full police or fire department funding.

FIRE!

Speaking of fires... The better fire coverage you have, the less often fires will occur. But sometimes, no matter how prepared you are, disaster strikes. Especially when you choose it from a menu.

Open the **Disasters** menu and select "fire." Now two things should happen: a fire will break out somewhere in the city limits and the emergency button will become available. The **Emergency** icon lets you dispatch your police and fire departments to the scene of the emergency.

You cannot place your fire fighters directly on the fires, but you can use them to block the path of the fire, and even chase it down. You can place one police or fire icon for every station you have. If you have three or four stations, it makes it easier to surround a fire and block its path.

GRADUATION

You have now completed an extensive tutorial in city design and management. You are now educated on everything from planning to landscaping to politics.

When you are ready for even more advanced features, check out the reference section for tips on adding a water system, improving transportation, and making your city fun and educational. Have fun!

ICONS REFERENCE: CITY ICONS

BULLDOZER

You can use this icon to edit the land formation. If you place the cursor on the bulldozer icon and then press the A Button, you will open the sub-menu. To close the sub-menu simply press the B Button.

Clear destroys and removes trees, rubble and Sim-made objects without affecting the terrain or zoning status. To use, move the cursor over the area which you would like to demolish/clear and press the A Button. Cost: $1 per tile.

Level Land lets you level the terrain to the altitude level you choose. It also allows you to clear trees, roads, power lines, and buildings. Cost: $25 per tile per altitude change.

Raise Land lets you raise the terrain to the desired altitude. Cost: $25 per tile per altitude change.

Lower Land lets you lower the terrain. If the altitude of the land goes below sea level it will fill with water. Cost: $25 per tile per altitude change.

De-zone lets you change residential, commercial or industrial zones to unzoned land. There cannot be any development on that land. Cost: $1 per tile.

WARNING: Raising, lowering and leveling terrain can be very expensive, so do it sparingly.

POWER

Power lets you place power lines and power plants. You must have it, because your Sims are electronic life-forms and cannot exist without it.

Power Line. Press the A Button where you would like the power line to begin and continue pressing it while you move the cursor to lay a continuous power line from tile to tile, zone to zone.

Power lines can only be run in straight lines and 90-degree angles. They can cross roads and rails, but not curved sections or straight sections that run at 45 degrees. If you try to lay power lines across water a dialogue box will open and tell you how much it will cost. If you would like to go ahead, press A, or press B to cancel.

CITY ICONS

Remember that power does not travel through adjacent zones in SimCity 2000 without power lines. Cost: $2 per tile across land, $10 per tile across water.

Power plant lets you choose power sources for your city. Depending on the year and the technology level of your city, there may be from three to nine types of power plants available. Choose the power plant you want with the A Button and then scroll to where you want it to go and press the A Button again to set it.

Information on the advantages and disadvantages for each type of power plant can be found by clicking on the Info (Survey?) Button.

Don't worry. When power plants reach their lifespan they do not burst into flames or cause radioactivity. They just shut down! All power plants have a 50-year life span. You'll receive warnings about aging power plants in the newspapers, and the Survey icon will give your plants' exact ages.

HINT: If you set the "No Disaster" mode, the power plant will automatically be rebuilt at the end of its lifespan and the expenses will be deducted from your budget unless you do not have enough money available.

Power is measured by megawatts (Mw). You need about one Mw per three tiles. Exact consumption will vary from year to year according to population density and city ordinance. Connecting too many buildings to one plant results in brownouts.

Here is a table comparing the different power plants:

Type	Year Avail.	Mw	Cost	Cost per Mw
Coal	1900	200	$4000	$20
Hydroelectric	1900	20	$400	$20
Oil	1900	220	$6600	$30
Gas	1950	50	$2000	$40
Nuclear	1955	500	$15000	$30
Wind	1980	4	$100	$25
Solar	1990	50	$1300	$26
Microwave	2020	1600	$28000	$17.5
Fusion	2050	2500	$40000	$.6

Coal power is always available, even in 1900, and is fairly efficient but is the worst polluter.

Hydroelectric power is always available, even in 1900, is fairly efficient and doesn't pollute. Hydroelectric dams can only be placed on falling water.

Oil power is always available, even in 1900, and pollutes about half as much as coal

Gas power pollutes even less than oil but is very inefficient

Nuclear power is expensive to build and not too efficient, but it puts out a lot of power. There is also risk of a meltdown disaster. Nuclear power plants are unavailable if you declare your city a nuclear-free zone

Wind power is fairly efficient and very clean, but puts out very little power. You will need a lot of wind generators to produce serious wattage. Wind power is also subject to the whims of the weather. There is more wind at higher altitudes

Solar power is non-polluting and fairly efficient, but has a low output and is unreliable - very little power is produced when it is cloudy or foggy. A combination of solar and wind power plants can produce a stable energy flow since one generally thrives as the other snoozes

Microwave power is actually solar power collected by an orbiting satellite and beamed down to a microwave collector disk. It is very efficient and produces a massive amount of power, but is very expensive to "get off the ground," and once in a while the energy beam from the satellite misses the dish. Oops

Fusion power is very clean and reliable. It is the most efficient power source, and produces enough power to run a city half the size of your city limits. It is very safe, but it costs a bundle

ROADS

The Road icon has multiple uses. Select it with the A Button and then press the A Button when you are over the desired start point. Hold the A Button down and move your cursor to where you want that road section to end and release

Roads can run in straight lines, 90-degree angles and 45-degree angles. When roads cross they form intersections. If you lay a road across water and it is possible to build a bridge, you will be told how much it will cost. If a bridge cannot be built, you will be notified.
Cost: $10 per road tile

Highways are high-capacity roads that are raised above the ground on pylons. They can handle approximately twice as many cars as regular roads, and because the Sims can travel at a higher speed, they will commute up to three times as far on a highway than on the roads. They are placed the same way as roads. You will need to place on-ramps to allow cars to get on and off highways. When highways cross, they form cloverleaves. Cost: $100 per highway section (4 tiles)

Tunnels let you run road pathways through hills and mountains. Tunnels cannot curve, and you cannot cross tunnels, even at different altitudes. To place a tunnel, choose a tile where you want the entrance to be and press the A Button. The entrance point must be a sloped tile. Your highway engineers will not try to build a tunnel where it is impossible to build or where it is unsafe, due to unstable terrain. Once you choose the place for your tunnel, the cost will be presented to you on the screen. If you would like to go ahead and build, choose "yes" with the A Button. Cost: $150 per tile of the tunnel

On-ramps allow cars and buses to travel back and forth between roads and highways. They are a bit tricky to place - you can only put them at intersections between roads and highways. Highways cannot function effectively without on-ramps. For best results, put on-ramps on both sides of a highway. Cost: $25 per tile

Bus Depots allow commuters to take the bus to work, and they help alleviate traffic. This cuts down on pollution. You must have at least two Bus Depots that are placed right next to a road. Passengers can get on and off between depots. Cost: $250 each

RESIDENTIAL ZONE

You, the mayor, can designate the areas for the Sims to live. When you select the Residential Zone Icon it allows you to decide whether the area will be "low density" or "high density." When this icon is active, the cursor will appear as a little house
Cost: Light Residential is $5 per tile, Dense Residential is $10 per tile

Low density (Light) cost of unit setting is cheap, but the price of land is expensive. There is less capacity for homes resulting in fewer Sims living in that area

High density (Dense) cost of unit setting is high, but the price of land is cheap. Sims can build more homes here, resulting in a higher population for that area

COMMERCIAL ZONE

These are the areas of your city where Sims build stores, offices, and other places of commerce. Zones can be single tiles, lines, or rectangles. You can also have either "low density" or "high density" commercial zones. The cursor will appear as a little office building. Cost: Light Commercial is $5 per tile, Dense Commercial is $10 per tile.

INDUSTRIAL ZONE

These are designated areas of your city for Sims to build factories. When this icon is active, the cursor will appear as a little factory. Cost: Light Industrial is $5 per tile. Dense Industrial is $10 per tile.

PORTS

This is a dual-purpose icon that allows you to place both airports and seaports. Select the Port Icon and choose the type you want. An airport will make your commercial areas prosper, while a seaport will boost your industry. A small city will not need them, but a large city will need both.

It is best to start with small ports and add on as your city grows. The smallest functional airport is 2x6 tiles. Both types will cause pollution, but the airport causes a little more. A seaport must be placed on a shoreline to be of any use. Cost: $150 per seaport tile, $250 per airport tile.

LANDSCAPE

This icon lets you add trees and water to your city. The **Tree** icon lets you place trees on your landscape. Trees and forests add beauty to your city and its surroundings, and improve property values. However, they are flammable and can help fires spread. Each click of the A Button will place one or two trees. You can click repeatedly on a single tile to create dense thickets and across many tiles to create a forest. Use the A Button with the Control Pad for forests. Cost: $3 per click.

The **Water** icon lets you create lakes and streams by clicking where you want your water to appear. Cost: $100 per tile.

WATER SYSTEM

This is a multi-use icon. Selecting it opens up a sub-menu that allows you to choose between five different water-related functions: laying water pipes, installing water pumps, buying storage tanks, and building treatment and desalinization plants. When this icon is active it appears as a water faucet.

Depending on the year and technology level in your city, you may only have access to pumps and water towers. As time passes and inventions occur, the other options become available. A city may exist without a water system, but the population density will be limited. When the Sims build, they install the underground water pipes for their buildings. Your only responsibility is to hook the buildings up to the water system.

Pipes let you lay down water lines under your city. Turn on the underground mode and place your pipe lines as you do your power lines. Cost: $3 per tile.

Water Pumps, when placed on land, act as wells and are an excellent water source. You must hook them up with power lines in order for them to function. If you place the pump next to a lake or river you will double the amount of water available. However, a pump next to a shoreline will only supply the same amount of water as a well. Cost: $100 per pump.

Water Towers let you store precious water so you won't have summer shortages in arid climates. Cost: $250 per tower.

NOTE: As in the real world, water supply will vary from season to season.

Treatment cleans and recycles your city's water, lessening seasonal shortages. Cost: $500 per treatment plant.

Desalinate removes the salt from sea water. It is expensive, but sometimes necessary in beach communities with little or no other source of water. Desalinization plants, which need power to function, have internal pumps, and do not require extra water pumps. They produce approximately twice as much water as a water pump next to a river. Cost: $1000 per desalinization plant.

RAILS

This is a multi-use icon. Selecting this icon will reveal a sub-menu that allows you to choose from four rail-related functions: placing rails, placing subways (underground rails), building rail depots and building subway stations.

Depending on the year and the technology, you may only have access to the rails and rail depots. **Trains** can transport many more people than the highways or buses. A rail system also enhances the development of industry because of a train's capacity for transporting goods and raw materials around the city. The Sims can also travel much farther on a train, and it causes very minimal pollution. Rails are useless without rail depots.

The **subway** is a railway system that is underground. It is mainly used to transport people, not materials or products. It does not take up any valuable real estate since it is underground. You will not have to worry about buildings being in the way, and its exits and entrances only take up one tile. Its disadvantages are its high cost and maintenance. Subways can connect with railways for a continuous flow.

NOTE: To encourage the people to use public transportation, place depots near the crossing of crowded intersections and have the lines go through all types of zones.

Rails
Cost: $25 per tile

Subways
Cost: $100 per tile

Rail Depots must be placed on level ground and adjacent to tracks.
Cost: $500 per depot

Sub Stations must also be placed on level ground and adjacent to the subway line. It is best to build the station in the underground mode.
Cost: $250 per station

Sub-Rail allows you to form a continuous transportation system. They must be adjacent to a rail tile. Cost: $250 per tile.

EDUCATION

This is a multi-function icon that lets you provide your citizens with everything they need to improve their minds. Selecting the Education Icon will reveal four items: School, College, Library, and Museum. Educational facilities increase the real estate value and the Sims' EQ (educational quality). EQs range from 0 (brain dead) to 150. Funds for these facilities must be raised on the Budget Screen. When this icon is active the cursor will appear as a mortarboard.

A **School** will educate a population of 15,000 and raise the city's EQ to 90 over a ten year period. A **College** serves 50,000 Sims and raises the EQ to 140. Once people graduate, their EQ declines gradually. **Libraries** and **Museums** prevent this from occurring. Cost: $250 per school, $1000 per college, $500 per library, and $1000 per museum.

PUBLIC SERVICE

This is a multi-function icon that lets you provide your city with those necessities of life that we all wish were not necessary. These are presented in the sub-menu: Police, Fire Station, Hospital, and Prison.

A **Police Station** will decrease the crime rate within its jurisdiction and also raise real estate value. It affects the areas closest to it, and is less effective in areas far away from it. Each Station has its own small jail. If the city grows you may need more stations or jails for the increasing number of criminals. Cost: $500 per police station.

A **Fire Station** can put out fires and help prevent fires from occurring. It also increases real estate value. Cost: $500 per fire station.

A **Hospital** maintains the health of the Sims, takes care of their injuries, and increases their longevity (LE). Well-funded hospitals can cover about 25,000 Sims. You can check the effectiveness on the population graph under LE. If there are no hospitals, the LE slowly declines to 35 years. Well-funded hospitals increase the LE to 85 years. The City ordinances will also have an effect on LE. Cost: $500 per hospital.

Jails will increase the efficiency of the police department, but this only applies to areas with high crime rates and high population. When a jail fills up, a newspaper will report it. Cost: $3000 per jail.

RECREATION

Recreation will offer entertainment facilities for the Sims. As the population grows, the Sims will start requesting entertainment venues. SimCity 2000 offers small parks, big parks, zoos, stadiums, and marinas. These raise the real estate value and promote residential areas surrounding them. They also encourage tourism in your city.

Small Park adds the same real estate value as trees. Cost: $20 per small park.

Big Park will raise real estate values twice as much as a small park. Cost: $150 per big park.

Zoos **Stadiums** and **Marinas** affect the growth of surrounding residential areas and promote tourism. Cost: $3000 per zoo, $5000 per stadium $1000 per marina

REWARDS

The Reward Button will be ghosted and unavailable until you deserve a reward. Rewards are based on your city's population, and consist of special buildings and monuments to your mayoral prowess.

ARCOLOGIES

Arcologies are like futuristic mini-cities which you may produce inside your own city. They are a residential, commercial, and industrial zone meshed into one building area. Arcologies will stimulate the growth of nearby areas. However, they also have the problems that any city has, such as crime, pollution, and traffic congestion. Although it has its own public service and transportation systems, you will want to make sure to equip the surrounding areas with some extra reinforcement. There are four different arcologies which will appear for you to use when you reach the appropriate time periods: 2000, 2050, 2100, and 2150.

MILITARY

Military Bases can be a good thing or a bad thing, depending on the base and your plans for your city. This option will be presented to you when your population reaches 60,000 and the government asks if you will grant land for a military base.

When you grant land to the military, you do not get to choose what type you get or where it goes – the government does. The types of bases are army, navy, airforce, and missile silos. If your city is on the coast, chances are that you will receive a naval base. If your city is quite flat, you will probably get an air force. If it is hilly, it will most likely be an army base. If it is very hilly, you will get missile silos.

A military base's positive attributes are that it gives a boost to local commerce both by bringing in extra customers for the stores and services in your city, and by supplying civilian jobs. The presence of a military base (other than missile silos) also has a deterrent effect on monsters, and may encourage them to leave sooner. During an emergency, you may also be able to deploy military troops to aid your fire and police departments with the Emergency Button.

On the other hand, a military base may result in an increase in crime (wild times on shore leaves and civilian crooks preying on soldiers) and traffic congestion.

Missile Silos are the least desirable base since they do not have a large enough staff to have an effect on your economy and they are useless against monsters (the missiles will do more damage to your city than to the monster). Even if your city is a nuclear-free zone, you risk getting missile silos if you agree to a military base.

DISPLAY

Display Mode is an icon which allows you view your city from different perspectives.

Show Underground lets you see below the city so you can check and work on water pipes and subways.

Show Zones turns on and off the display of all Sim-made buildings in zones.

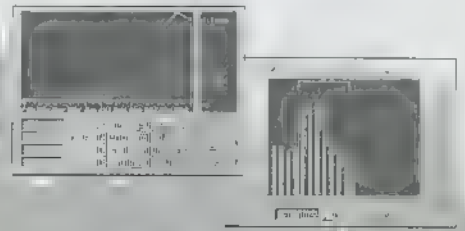
Show Infrastructure toggles on and off the display of all roads, rails, and power lines.

Show Buildings turns on and off the display of all city owned buildings.

INFORMATION

The **Information Icon** is a multi-function icon which has several informative features in its sub-menu. Please read the explanation of each so that you may run your city in the most efficient manner possible.

The **Graphs Screen** displays statistical graphs about different elements of your city. You can choose to display graphs of information for the last 10, or 100 years with the A Button. You can also toggle the display of each graph on and off by choosing the name of the graph in the graph selections with the A Button.



Each graph
- has a "mark," a letter or symbol at its right end to help identify it
- which is followed by a number which gives its current value

Here is a chart of all the graphs

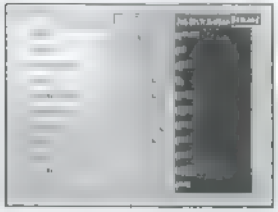
Name	Mark	Description
City Size	S	the total city population
Residents	R	the population that is not part of the job market
Commerce	C	number of people employed in commercial jobs
Industry	I	number of people employed in industrial jobs
Traffic	T	the average density of your road network including buses, but not trains or subways
Pollution	P	growth or decline in the general level of pollution in the city
Value	V	the fluctuations of the average land value in the city (median home price)
Crime	X	the changing crime rate
Power %	p	the remaining capacity of your power plants
Water %	w	the remaining capacity of your water systems
Health	h	the growth or decline of the overall health level of the Sims
Education	e	the average level of education in your city
Unemployed	u	the number of Sims who are unemployed
GNP	g	the Gross National Product, or total value of goods and services produced by the residents of Sim-Nation. This affects the market for industrial goods produced in your city
Nat'l Pop	n	the changes in Sim-Nations total national population
Fed Rate	%	the prime interest rate as set by Sim-Nation's federal reserve board

The **Population Screen** gives you graphical information about the resident population of your city. It displays three different graphs

Population, which shows the age distribution of the city's residents and displays the percentage of citizens that comprise your potential work force. The lighter colored bars are your city's work force population

Health shows the life expectancy (LE) of the population by age, and displays the LE of the current work force

Education shows the educational quotient (EQ) of the population by age and displays the EQ of the current work force. A high EQ attracts high-tech industry to your city.
EQ is affected by the presence of schools, colleges, libraries and museums



The **Industries Screen** gives you valuable information on the industrial base of your city. It displays information on three areas

Ratios shows the current ratio of each different type of industry. The longer the blue bar next to an industry name, the more of that industry there is in your city

Tax Rates shows the property tax rate that each industry pays. The initial tax rate is 7%. The overall tax rate for all industry can be set in the Property Tax folder of the Budget Screen. Here you can independently adjust taxes on each industry to encourage some industries to move into your city and others to move out

Demand shows a graph of which industries' products are in demand nationally

The **Neighbors Screen** displays your city's population along with the population of its neighboring cities and the total population of SimNation. Press the B Button to exit this screen

BUDGET SCREEN

The **Budget Screen** is an advanced feature of SimCity 2000 which gives you complete control of your city's finances. You can look at the Budget Screen whenever you want, but having it pop up every year by choosing Automatic Display is a handy reminder

Here is a description of each of the eight budget areas

Property Taxes are your main source of funds for maintaining and expanding your city. The default property tax rate is 7%. The minimum tax is 0%, the maximum is 20%. Any taxes you set here will be equally applied to all zones.

You can individually adjust the tax rate for each type of zone on the Inspect Books screen

City Ordinances will have a variety of effects on your income and on city growth. Usually, you, as mayor, must approve and establish these programs. But if your city is doing very well, the City Council may take it upon itself to enact some programs that benefit the city. Find out more about city ordinances on page 36.

Bond Payments allow you, as mayor, to issue bonds in case you need to borrow money to improve and grow your city. This is actually a loan from your citizens. Each bond brings you $10,000. Interest on the bonds is deducted from your city funds automatically each year, and you'll keep paying that interest until you pay back the bond. The interest rate you pay on outstanding bonds is based on your city's current value and loan rating.

Loan ratings range from AAA (best) to F (worst). Your rating is based on your city value. The higher the rating, the more bonds you can issue and the lower the interest rate you pay on them.

When you select the **Issue Bond Button** it will give you the current interest rate. If the city's current value, or the loan rating is too low, you will not be allowed to issue bonds. You may be able to issue up to 50 bonds.

When you select **Refund**, you will begin to refund outstanding bonds beginning with the oldest ones. Until the bonds are refunded, the interest you owe for each will be deducted from the year-end city revenue, so when you have the cash it is better to pay off the bonds.

Police Department displays the funding level for police departments in your city. You can set the percentage of funding from 0 to 100%. Generally, it is better to keep funding as high as possible to prevent rampant crime. Complete funding for one police station is $100 per year.

Fire Department shows the cost and funding level for fire departments in your city. You can set the percentage of funding from 0 to 100%. In general, try to keep fire department funding as high as possible to prevent fires and to more quickly put out the ones that do occur. Complete funding for one fire department is $100 per year.

Health and Welfare shows the cost and funding level for medical services in your city. You can set the level form 0 to 100%. Generally, try to keep funding as high as possible to keep your Sims healthy. If you keep your funding at 100% for several decades, the average life expectancy in your city will increase. Complete funding for each hospital is $50 per year.

Education shows the cost and funding level for education in your city. This funding supports both schools for the children and colleges for higher learning. Without schools, education in your city will be very limited, and you will be unable to support high-technology industries. You can set the overall funding for education between 0 and 100%. Complete funding for a school costs $25 per year, and a college costs $100 per year.

You may also adjust the funding level individually for schools and colleges on the **Inspect Books** screen.

Transit Authority shows the cost and funding level for maintaining the transportation system in your city. This funding maintains roads, rails, highways, subways, bridges, and tunnels. Without proper funding, your transit systems will deteriorate, and commuting and commerce in your city will fall to pieces.

You can set the overall percentage of funding for your transportation systems from 0 to 100%. Complete transit authority funding per year is: $1/10 tiles for roads, $2/5 tiles for rails, $4/5 sections (20 tiles) for highways, $2/5 tiles for subways, $1/5 tiles for bridges, and $1/10 tiles for tunnels.

You can independently set the funding rates for roads, rails, highways, subways, bridges, and tunnels on the **Tax Adjustment** screen.

The **Emergency tool** is only available for your use when a disaster occurs. It allows you to dispatch police and/or fire departments to the scene of a disaster.

Select **Dispatch Police**, **Dispatch Firefighters**, or **Dispatch Military** with the A Button, then use the Control Pad to move the cursor to the area of the city where you want your city's finest to go. An icon representing your dispatched group will be placed in the city. In general, you can place one icon for each station you have. The number of military troops you can deploy depends on the size of the military base. (If you do not have a military base, you cannot dispatch military troops.) Try to place them so that they block, surround, and contain a fire or riot. There is no cost for dispatching police or firefighters.

The **Centring tool** allows you to pick a place in your city to be centered in the Development screen. Select the tool and then place the cursor anywhere in the city. You can also center by using the X Button.

Viewing

Zoom In gives you an enlarged, closer look of the city

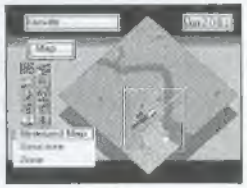
Zoom Out gives you a smaller, more removed view of the city

Rotate Counter-Clockwise rotates the entire city limits 90 degrees counter-clockwise

Rotate Clockwise rotates the city 90 degrees clockwise

MAP SCREEN

The **Map screen** shows you your complete city limits at once, with vital information in a number of displays.



Select the Map screen with the A Button. The Map screen will then appear with all of the various map functions. Most of these functions contain sub-menus.

City Form shows maps of your city's overall shape and zoning.

Transportation shows transportation-related maps:

Roads shows the roads in your city

Rails shows the railways in your city

Traffic Density shows the relative amount of traffic in different parts of the city in shades of gray. The darker the gray, the heavier the traffic.

Power helps you track power in your city. Powered zones are shown in yellow, zones that have lost power are shown in red, power lines are shown in white.

Water System helps you track the water supply in your city. Zones that are hooked to the water supply are in yellow, zones that have no water are shown in red, and water pipes are shown in white.

Crime shows maps that have to do with crime and police.

High Crime Area shows the relative amounts of crime in each area of your city in shades of gray. The darker the gray, the higher the crime rate.

Valid Range shows the relative amount of police coverage in different areas of the city, also in shades of gray.

Location shows each of your stations as different colored squares.

Population shows maps that tell about your Sims.

Pop. Density shows the relative number of Sims in each part of your city in shades of gray. The darker the gray, the denser the population.

Pop. Growth shows, in shades of green, where in the city the population is increasing, and in shades of red where it is decreasing.

Fire Protection

Valid Range shows the relative fire coverage of different parts of your city in shades of gray. The darker the gray, the more the coverage.

Location shows the location of these buildings as white squares.

Pollution shows you the relative amounts of pollution in your city. This is a reading of all types of pollution combined, and is shown in shades of gray. The darker the gray, the worse the pollution.

Education

Location displays the location of schools with a white square.

Universities displays the location of colleges with a white square.

MORE ABOUT CITY ORDINANCES

The **Ordinance Screen** is a new feature of SimCity 2000. This allows you to establish and inspect city ordinances and community programs.

There are five categories of programs and ordinances: finance, health and safety, education, promotional, and other. Select the names of each program or ordinance for an explanation of what they do, as well as a list of their pros and cons.

To enact a program, click in the checkbox to the right of the program's name. The cost or projected revenue will appear to the right side of the check. These amounts will vary with the size and development of your city. The Estimated Annual Costs for all programs is provided in the lower-right corner of the window.

FINANCE

1% Consumption Tax will provide some funds for you, but may also inhibit local commerce.

1% Income Tax is a source of city revenue, but may discourage residential growth, and even cause some tax-haters to move away.

Legal Gambling can also provide extra money that can be put to good use, but brings with it an increase in crime.

Illegal Parking is a small, steady source of money, but tends to hinder commercial growth a little.

SAFETY AND HEALTH

A **Firefighter** can be an economical way to fight fires in small communities, but cannot replace the professionals in a big city or during a forest fire.

A **Non-Smoking City** can increase the overall health level in your city and eventually increase the average life expectancy, but will cost a small fee to administer.

Free Clinics increase the overall health level in the city, but aren't free - at least not to you!

Little League increases the overall health level of the youth of your city.

EDUCATION

A **Pro-Reading Campaign** will increase the overall education level in your city, preparing it for an influx of new, high-tech industries.

An **Anti-Drug Campaign** can help reduce crime.

Providing **Lifesaving** as a service to your Sims increases the overall health level of your city.

Public Security helps reduce crime in residential areas, but at a price.

PROMOTIONAL

Tourism may or may not pay off in bringing visitors with their extra dollars to your city. If you do advertise for tourists, make sure you have the right attractions, like marinas, stadiums, parks, zoos, rivers, etc.

Business can bring new industry into town, but make sure you can support the businesses with ample water, power, transportation, and enough residential and commercial space to hold the influx of new citizens.

City Clean-up increases residential desirability and land value.

An **Annual Carnival** can increase tourist trade and local commerce, and also entertain your Sims. The size, cost, and benefit of the carnival varies with your city size.

OTHER

Energy Savings establishes an educational drive to conserve energy by, among other things, adding insulation to homes and water heaters. This program takes a few years to gain its full effect, but will eventually allow your power plants to power up to 15% more buildings.

Declaring your city **Anti-Nuclear** costs nothing, but can make some of your citizens feel safer, and may even attract new citizens. It's a small plus for residential desirability and a small minus for industry.

Homeless shelters are expensive, but decrease the number of homeless people and increase the number of residents, increasing the labor pool for commerce and industry and marginally increasing land value.

Anti-Pollution slightly lowers the amount of industrial pollution in your city, but also makes it less desirable for industry.

DEALING WITH DISASTERS

Unless you have **No Disasters** set in the Options menu, Disasters just happen. The disasters that are connected with a scenario happen even when you have disasters turned Off.

Certain conditions in your city attract or discourage disasters, and certain city events can even cause them. So, to some extent, you can prepare for and even lessen the likelihood of disasters.

In the event of a disaster, the first thing to do is stop any fires that you can. Next, rebuild the utilities, then the transportation system. Remember to use your emergency button to deploy your fire, police, and sometimes the military to areas of need, but be careful of where you put them. In general, firemen are good at fighting fires, but can be wiped out by rioters; police are good at controlling riots, but can get burnt up in a fire. Both firefighters and police can build dams to help fight floods. Military troops are capable of anything that firemen or police can do; they are just not as specialized or effective.

You may also set off your own disasters from the Disasters menu to test your preparedness, your quick thinking, and the quality of your city's design.

Fires are most likely to occur when the weather is hot and you do not have good fire department coverage. Fires are also the by-product of other disasters.

Floods occur in the wet season, and can be the by-product of other disasters including hurricanes, tidal waves, or tornadoes. Floods only destroy things at sea level; Sea Ports are prime targets for flood damage. (Try building your sea ports up river, away from the coast.) You can use the Raise Terrain mode of the Bulldozer tool to build protective dikes in areas that you think might flood.

CITY ICONS

Tornadoes and **Hurricanes** occur because of climatic conditions, and cannot be prevented. Keep an eye on the weather reports in the newspaper for high winds and you might receive enough warning to reinforce your police and fire departments.

Earthquakes cannot be prevented. All you can do is repair the damage.

The **Monster** may be an intelligent creature from outerspace. But then again, it might just be a Hollywood movie special effect run amok. The presence of certain military bases may deter the monster or rush it on its way.

There are a number of other disasters that will pop up from time to time in ***SimCity 2000*** but we'll let you find them out on your own....

DATA ICON

The Data Icon contains in its sub-menu the options to save, load, or start a new city.

Save saves the current city so that you may return to it. You may save only one city at a time.

Load allows you to call up a saved city.

New City lets you start fresh with a new city. Unless you save the city which you were working on, it will be erased as soon as you select "yes" from the dialogue box.

OPTIONS ICON

The Options Icon contains six different options in its sub-menu.

Read Newspaper allows you to read the current news and find out what the citizens are saying about you and your city.

Subscription delivers a newspaper to you twice a year.

No Disaster prevents disasters from occurring. No Disasters will not prevent the "official" scenario disasters, or stop disasters already in progress. This option automatically rebuilds your power plants after their 50-year life-spans, unless you do not have the funds to pay for it.

Sound Effects toggles the sound effects on and off.

Music toggles the musical soundtrack on and off.

Time Stop stops time in the simulation. You can still develop and build during this time, so it comes in very handy after a disaster or for a large-scale plan.

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